

# Train Gamers Gazette

A Train Gamers Association, Inc. Newsletter

Winter 1994

Volume 1 Number 3

## RAILCON '95 SPEEDS AHEAD

Excitement! Excitement! Excitement!--I sure hope you're not tired of hearing about RailCon because there is so much news to tell you.

Now, don't forget that the dates for RailCon '95 are August 25-27, 1995. The pre-convention tour takes place August 21-24, 1995. Better make room on your calendar for it or you'll be missing the train game event of the year. Already, two Australians have signed up for the tour and RailCon '95. We have train gamers coming from South Carolina, Chicago, and Missouri. A whole group of Canadians are talking about making the trip as well as some Californians and a group from Germany. With this level of participation, the TGA can state with all truthfulness that the Puffing Billy Tournament® at RailCon '95 is an international championship. The level of competition will be unmatched.

Schedules have gone out to all TGA members. At the time that they were sent out, convention organizers were unsure about event fees--now they are sure; there will be no event fees. The \$30 pre-registration gets you into the convention and any tournament you want. And tournaments are what this convention has.

Let me go into detail on two of the tournaments that I consider to be of special interest. First is the 18xx Championship. If you have received a schedule you will have noticed that the convention is running 18xx heats every four hours on Friday and Saturday. Each lasts six hours. As a player, you may participate in any of these heats that you desire in order to qualify for any particular 18xx tournament as well as the 18xx Championship. An example: you decide to compete in the 1870 tournament. You show up at the Friday 8:00 am 18xx heat. You play and win your table. You qualify to compete in the final taking place Sunday morning. You have also gained one score that you may apply toward your 18xx Championship score. Gain three more in three other variants, average them using the Puffing Billy scoring method and if you have the top score, you are the 18xx Champion.

The Empire Builder International tournament works in a similar manner. Heats for this tournament also start every four hours and are four hours long each. The object in this competition is to play in four Empire Builder International variants (British Rails®, Nippon Rails®, Australian Rails®, and Iron Dragon®) and attain the best average score to win in the tournament.

While the Puffing Billy Championships are the star of the show, there are some other events included to gain your attention. The TGA Annual Banquet ranks right up there. Darwin Bromley will be our guest speaker and will host the train game awards. Anyone have any ideas on categories for the awards? There will be no scheduled events taking place during the time of the banquet but a room will be available for

*continued on following page*

## CONGRATULATIONS

To all our Puffing Billy champions who will receive an invitation to attend RailCon '95 to vie in the Invitational Championships.

**AndCon '94**

- George Tertysznyj

**TactiCon '94**

Eric Verheiden

**Hexacon '94**

Trella Wilhite

**Savannah Game Fest**

Gerry Baygents

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*for Debt by*

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pick-up games and demonstrations for those gamers forswearing the pleasures of the banquet for just one more train game.

RailCon is also providing a Hospitality Suite for train gaming clubs and other groups. The organizers are particularly interested in having the play-by-mail train gamers get together. Write to us if you or your group would be interested in hosting the Hospitality Suite for a block of time.

A hobby shop retailer has agreed to come for the Dealers Area on Friday and he hopes to sell both new and collectible train games. A railfanning store has been approached and sounds interested.

Interest has run so high on this event that convention organizers have booked more space at the hotel than originally intended but they are asking you to do them a favor. If you intend to attend RailCon '95, register as soon as possible. The last thing they want is to wind up with too little space for RailCon '95.

Below is the schedule as it appeared in the Progress Report:

<b>Friday</b>	<b>Empire Builder International Heat</b>
8:00 am	4:00 pm
18xx heat (multi-round)	18xx Heat
Empire Builder International Heat (multi-round):	Double Crossing: rounds: 2; time: 2 hrs; final:
Same as 18xx heat	Saturday, 6:00 pm
	Tracks To Telluride Final: 2 hrs.
12:00 pm	Empire Builder Final: Speed Round
18xx Heat	
Eurorails: rounds: 2; time: 4 hrs; final: Friday, 4:00 pm	6:00 pm
	Double Crossing Final: Speed Round
4:00 pm	7:00 pm: TGA Annual Banquet
18xx Heat	
Empire Builder International Heat	<b>Sunday</b>
Eurorails Final: Speed Round	8:00 am
8:00 pm	Rail Baron: rounds: 2; time: 3 hrs, final: Sunday,
Silverton: rounds: 1; time: 4 hrs	11:00 pm
1830: rounds: 2; time: 4 hrs; final: Saturday 8:00 am	1870 Final
	1835 Final
<b>Saturday</b>	11:00 am
8:00 am	Rail Baron Final: 3 hrs
1830 Final	12:00 pm: Express Demo
Empire Builder International Heat	
18xx Heat	2:00 pm
12:00 pm	Railway Rivals: rounds: 2; time: 2 hrs; final:
18xx Heat	Sunday, 4:00 pm
Empire Builder: rounds: 2; time: 4 hrs; final:	1856 Final
Saturday, 4:00 pm	1829 Final
2:00 pm	4:00 pm
Rails Through The Rockies: rounds: 1; time: 4	Railway Rivals Final
Tracks to Telluride: rounds: 2; time: 2 hrs; final:	7:00 pm: Awards Ceremony
Saturday, 4:00pm	

## GAME REVIEW

### Tracks to Telluride

Published by Winsome Games

Designed by John Bohrer

**Tracks to Telluride** is a game of Colorado railroading from 1873-1888. The game comes packaged in a three-ring binder and includes: a Collapsible Rigid Game Board (laminated), 1 Historical Event Deck (30 cards), 1 Mine Event Deck (34 cards), 46 Mine Cards, 6 Railroad (Player) Order Cards, 6 Railroad Gauge cards, 1 Season Indicator, 1 Rate War & Season Income Chart, 2 Rule sets, 2 six-sided dice, 24 each Black, Gray & Yellow chips.

Tracks to Telluride is a fast-paced game of Colorado railroading that has players racing to connect up mines, cities and eventually Grand Junction and Denver. Each player chooses either Narrow or Standard gauge and decides on a starting city of Denver, Colorado Springs, Pueblo, or Trinidad. The railroads must build to mines in order to earn a regular income. Railroads that arrive at an open mine at the same time must bid against each other for the right to receive the mine's income. Income from towns is in single payment form and is received by the first railroad to build there. Building through passes can be key as railroads race for the quickest, easiest routes and attempt to block competing lines from them by playing injunctions against them (Beware! This maneuver can backfire.). Play proceeds until one railroad connects Denver to Grand Junction. Players then draw one last Mine Event card and close the mines listed. The railroad with the highest mine income is declared the winner. Narrow Gauge railroads build quickly and cheaply and receive the listed value of any mines that it has contracted. Standard Gauge railroads pay double the normal build cost but receive double the listed mine value.

This game can be easily played in two hours or less and allows several games and strategies to be tried in a single afternoon. Due to its shared characteristics, anyone familiar with *Rails through the Rockies* should pick up the rules in no time at all. Playing a Standard Gauge railroad is the most challenging and difficult aspect of the game and I would recommend that first time players start with the Narrow Gauge; I have not won a single game with the Standard Gauge yet. The rules warn of this problem and seem to recommend an extremely cutthroat game in order for Standard Gauge to win. So, players be warned.

The rules are one page printed front and back. Simple and easy to learn for the most part, they do contain a few points that are unclear but a quick look at the examples should clear up any misunderstandings. I found the rules difficult to read because of the small print. The chips are used to represent money and the Railroad Order cards are used to determine player order for each turn, based on the amount of money in the railroads' treasuries.

## convention news

Following is a listing of conventions to run Puffing Billy Tournaments.

### Round Con '95

January 27-29, 1995

Columbia, SC

Info: USC

P.O. Box 89013

Columbia, SC 29225

Puffing Billy Conductor:

Bella Witke

### Club Con 4

February 3-5, 1995

P.O. Box 3160

Kent, OH 44240

Phone: (330) 529-4976

### Gre Con '95

February 16-19, 1995

Los Angeles Area

Info: Jeff Albanese

P.O. Box 3849

Torrance, CA 90510

### Genghis Con XVI

February 17-19, 1995

Holiday Inn Southeast

Aurora, CO

Info: Denver Gamers Assoc.

P.O. Box 44053

Aurora, CO 80044

Phone: 303-680-7824

Puffing Billy Conductor:

Heather Barnhart

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## convention news

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### Concentric

March 2-5, 1995

Ramada Hotel O'Hare  
Chicago, IL

Info: 114 Euclid Box 287

Park Ridge, IL 60068

Puffing Billy Conductors

Elaine Wordelmann &

Darwin Bromley

### Con of the North

March 10-12, 1995

Landmark Center

St. Paul, MN

Info: P.O. Box 18096

Minneapolis, MN 55418

612-574-7594

No event fees

Train Gaming Guest

Peter Bromley

### Cruise Con

April 1995

Cruise to the Bahamas

Info: Andon Unlimited

P.O. Box 3100

Kent, OH 44240

Phone: (800) 529-3976

Train Gaming Guest

Darwin Bromley

### Gamex '95

May 1995

Los Angeles Area

Info: Jeff Albanese

P.O. Box 3849

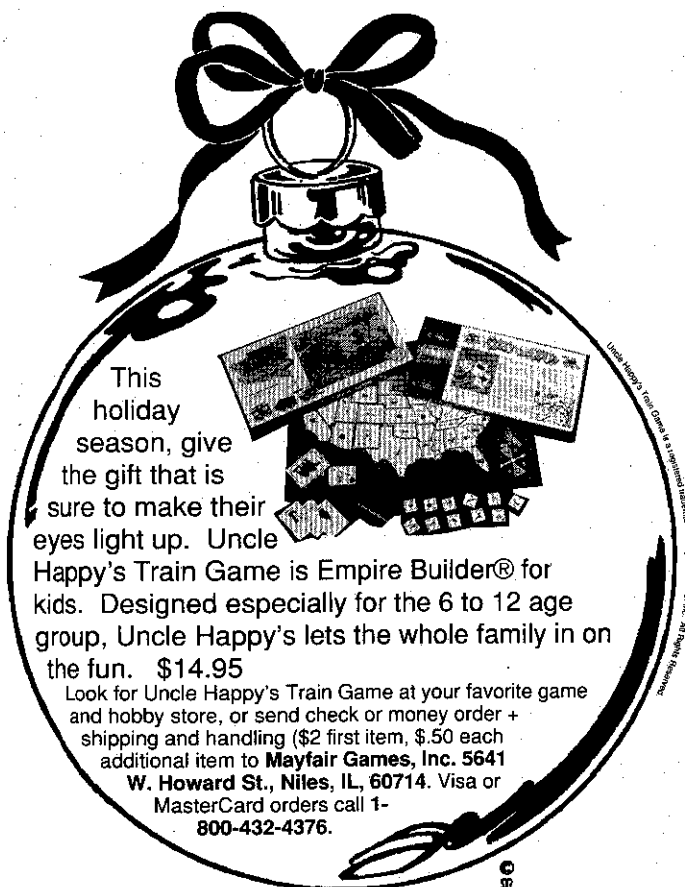
Torrance, CA 90510

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All of the cards measure 2" by 1 3/4" and are printed on heavy paper stock in a variety of colors to define mine types and event decks. The mine cards include the name of the mine, its values and a small map showing its approximate location on the board. The Mine Event deck is used to open and close mines and the Historical Event deck adds the twist of fate to complicate lives of the players. After numerous games my decks are showing some wear. I found that the Historical Event deck meted out some rather stiff penalties (Example: Railroad with the most money loses all their money) and those types of penalties make up almost a third of the deck.

The mapboard has been patented as the "Collapsible Rigid Game Board" and consists of four heavy laminated sections secured to the others at one corner by a rivet. That allows the board to be fanned out and secured by slots at the matching corners. It is a color map printed on a white background and measuring 20" x 20." Several players have questioned the durability of the board.

The game is listed on the back as a Collector's Edition and I took this to mean it was a limited edition. I have since been informed that the



This holiday season, give the gift that is sure to make their eyes light up. Uncle Happy's Train Game is Empire Builder® for kids. Designed especially for the 6 to 12 age group, Uncle Happy's lets the whole family in on the fun. \$14.95

Look for Uncle Happy's Train Game at your favorite game and hobby store, or send check or money order + shipping and handling (\$2 first item, \$.50 each additional item) to **Mayfair Games, Inc. 5641 W. Howard St., Niles, IL, 60714.** Visa or MasterCard orders call 1-800-432-4376.

Uncle Happy's Train Game is a registered trademark of Mayfair Games, Inc. All Rights Reserved.

The Denver Gamers Association, Inc  
Presents

# Genghis Con XVI

February 17-19, 1995  
Holiday Inn Denver Southeast  
Aurora, CO

*Home of the Original Puffing Billy Tournament®*

Competition in Eight Categories:	Other Attractions:
18xx Tournaments, including	RPGA Tournaments
1829, 1835, 1870	Adventure Gaming
Empire Builder Variants Round Robin	Miniature Events
Colorado Rail Games, including	Live Role-playing Events
Newly revised Rails Through the Rockies	Computer Swap
1830, Empire Builder, Eurorails, etc.	Art Show
Team Competitions	Collector's Auctions
Special Train Gaming Guest: Peter Bromley	
Puffing Billy Conductor: Heather Barnhorst	

For Info: DGA, P.O. Box 440058, Aurora, CO 80068-7824

Hotel Reservations: 303/695-1700

## Genghis Con XVI Pre-registration

Name: \_\_\_\_\_

Address: \_\_\_\_\_

City/State/Zip: \_\_\_\_\_

Phone: \_\_\_\_\_

- ☐ Please check if this is a new address.  
☐ Please check if you would like to volunteer to help at Genghis Con XVI.

Please make your check or money order for \$15.00 payable to:

Denver Gamers Association  
P.O. Box 440058  
Aurora, CO 80044

Order your Genghis Con XVI T-shirt now! Enclose an additional \$12.00 per shirt. Indicate the number of T-shirts you would like in each of the sizes listed.

Enclosed is my \$15.00 pre-registration fee and \$12.00 for each T-shirt that I have ordered. This form must be post-marked by February 11, 1995 or I will pay the \$5.00 late fee if it is not.

Pre-Registration Fee: \_\_\_\_\_

T-Shirt(s): Lg: \_\_\_\_\_

X Lg: \_\_\_\_\_

Total Check or Money Order: \_\_\_\_\_



## convention news

*continued from previous page***Origins '95**

July 18-21, 1995

Philadelphia, PA

Info: Anton Unlimited

P.O. Box 3100

Kent, OH 44240

(800) 529-1976

Train Gaming Guests:

Darwin Bromley

Peter Bromley

**Dragon Con '95**

July 18-21, 1995

Atlanta

Info: Dragon Con

P.O. Box 476

Atlanta, GA 30362-0690

manufacturer will produce as many games as he can sell. My local hobby shop was able to obtain one copy of the game but has not been able to find another copy after the first sold. Your best bet if you are interested in buying a copy would be to contact Winsome Games directly.

Overall, this is a good game but I find it difficult to recommend it at its current retail price of \$50.00

Playability:



Durability:



Appearance:



Cost:



*This review is an expanded version of an encapsulated review by Kristopher Marquardt published in the previous issue of TGG.*

*TGG is looking for game reviews of current releases of train games. Australia Rails, Nippon Rails, 1870, Iron Dragon, Freight Train, Santa Fe and 1856 are on our list of train games to be reviewed. Anyone interested in becoming a regular reviewer for TGG should contact us.*

## FREIGHT TRAIN NAMED TO GAMES 100 LIST

**GAMES Magazine** has informed Alan Moon, one of the most prolific and original train game designers (as well as a host of other games) in the industry that it has chosen **FREIGHT TRAIN** to include in its **GAMES 100**--"a roundup of the magazine's editors' favorite commercial boardgames and electronic games. To be included, a game must not only meet objective standards of quality but must also pass the crucial test of playability, as determined by our panel of play-testers."

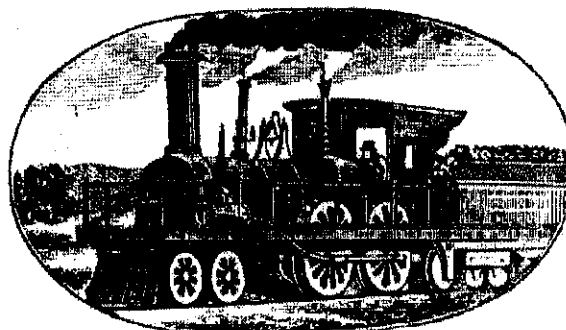
**FREIGHT TRAIN** is a card game where each player must run his or her own freight yard and attempt to put together the longest freight trains possible. As with all the White Wind games, it is of the highest quality and only a limited number of copies are still for sale.

Alan's other train game, **SANTA FE** is also available.

Anyone interested in purchasing a game may contact Alan Moon at White Wind, Inc, 2 Milton St, Beverly, MA 01915.

We at **TGG** have played this game and think very highly of it.

Congratulations Alan! May the honors keep rolling in.



# 1830 Expansion

## Bonds - Rules for Debt

Ver 1.11

By John Puddifoot

*Please Note: This game variant is an expansion and addition to the Avalon Hill Game, 1830. Ownership of Avalon Hill's 1830 is required to use the rules presented herein.*

### Introduction

These rules bring to 1830 a new dimension: corporate debt. Each company may now issue and/or redeem debt during each of its operating rounds. Additionally, players may now purchase this debt during the stock round.

The company operating round sequence is modified as follows:

1. *At any time during the railway's operating round sequence, issue one available class of bonds to the bank pool and add the discounted value amount to the issuing company's treasury.*
2. Lay Track.
3. Place Token.
4. Run Trains.
5. Collect Income/Declare Dividends.
6. *Pay debt interest on bonds not issued this operating round.*
7. *In the option of the company president, redeem any or all outstanding bond issues at face value plus a redemption charge equal to one interest payment.*
8. Buy Trains.

The various new phases (*in italics above*) are explained below:

*At Any Time During The Railway's Operating Round Sequence, Issue One Available Class of Bonds To The Bank Pool and Collect Discounted Value Amount.*

Each company has five classes of bonds available for issue yielding differing rates of interest as outlined below. Each bond certificate has a face value of \$100.

Class	# Cert.	Interest Rate	Face Value	Discount Value	Interest Pmnts/Rnd	Interest Cert	Phase Available
"A"	1	10%	\$100	\$90	\$10	\$10	1
"B"	1	15%	\$100	\$85	\$15	\$15	2
"C"	2	20%	\$200	\$160	\$40	\$20	2
"D"	3	25%	\$300	\$225	\$75	\$25	3
"E"	2	30%	\$200	\$140	\$60	\$30	3
Total	9		\$900	\$700	\$200		

Only one class of bonds may be *issued* during any one company's operating round. (Classes that have already been issued may not be reissued until redeemed, see below.) Only class "A" bonds are initially available, classes "B" and "C" become available when the first three train is bought, and classes "D" and "E" become available when the first five train is bought.

When a class of bonds is issued, the company places *all* the bonds of the class in the bank pool, and immediately collects the discounted value of that bond issue from the bank and adds it to the company treasury. The company may then use this money to pay for any expenditures of the company, including debt servicing costs incurred that round, at the dubious discretion of the current president.

#### *Pay to Debt Interest:*

During this phase, the company must pay *to the bank* the indicated interest payment(s) for all bond issues of that company outstanding at the beginning of the current operating round. (See the table above for the amounts.) Bonds issued during the current operating round are exempt from this payment. The current president of the company is required to make up any shortfall in the same manner as if the company were to have insufficient funds to buy a train. The holders of the bonds will not collect this interest until the end of the current operating round.

#### *On The Option Of The Company President, Redeem Any Or All Outstanding Bond Issues At Face Value Plus Redemption Charge:*

During this phase, the company president may elect to redeem any or all outstanding bond issues. Each issue redeemed must be redeemed in full, all outstanding certificates of that class must be turned in and paid for from company funds. A payment is made to the bank from the company treasury of the total face value of the bond issue plus an additional interest payment as a redemption charge. For example:



redeeming outstanding class "E" bonds would cost \$200 for the face value certificates, plus a \$60 redemption charge for a total payment of \$260. Each holder of the class would then turn the bonds into the company and collect the face value plus *two* final interest payments from the bank. In our example, this would be \$160 per certificate: the face value, the accrued interest, and the redemption charge. Bond classes that have been redeemed may be reissued at a later date should the president so wish. A player holding a bond issue must redeem it at the request of the president. The president may not finance a bond redemption from his personal holdings, the cash for the redemption must be in the corporate treasury. Note that for the round they are redeemed, bonds effectively pay double interest: the regular interest plus the redemption charge. You may issue bonds in order to gather sufficient funds to redeem bonds.

### *Collecting Bond Interest:*

After *all* companies have completed the operating round, each player collects the appropriate accrued interest due to him from the bank. The game then proceeds as normal into either another operating round or a stock round. Note that if this phase is not reached because of the game ending in bankruptcy, the bond holders will lose any accrued interest not yet paid.

### *Stock Round Changes:*

Each player may now purchase, in the place of their regular stock certificate purchase, one bond certificate. There is no limit on the number of bond certificates that may be sold during any one player's round. Stock certificates are always bought from and sold to the bank pool at \$100. Bond certificates *do not* count towards maximum share limitations. There is no limit on the number of bonds that may be in the bank pool. The sale or purchase of bonds has no effect on share prices.

### *Final Valuation Changes:*

At the end of the game, each bond is valued at face value: \$100. Further, the value of all company share certificates is reduced by \$10 per outstanding bond of the issuing company. For example, due to skillful machinations of the B&O president, the B&O ends the game at \$350 per share. However, the B&O also has all nine bonds issued and outstanding. For valuation purposes, the B&O is only worth \$260 per share ( $\$350 - (9 \times \$10) = \$260$ ).

Should the game end with a bankruptcy, all bonds of the *company* that triggered the bankruptcy have a face value of zero. Note that the bonds do not pay interest to the players during the operating round that a player goes bankrupt and the game ends. (Exception: Bonds that have been redeemed that round)

### *Designer Notes:*

These rules were designed to add some fluidity to 1830®. Too many times players in our group were

just a few dollars short of buying a critical train, or didn't have the \$100 to place that crushing token. In the "real" world, loans and other forms of debt would be easily available to companies like those in 1830®, so we added rules for this form of financial maneuvering. This is now the standard version that we play simply because it adds a fuller dimension to the game.

Initially, we expected these rules to slow down the game. In fact, they sped it up. Trains go very quickly, and fewer non-intentional bankruptcies occur; at least after you've played a few times with these rules. Company presidents have much more flexibility in what they can do. Before these rules, if the company had no money late in the game to place a token or lay a water of mountain hex, it just did not happen because of the cost to the president in both lost share value and dividends. Now the president can toss out a minor bond and change the make-up of the entire game.

The people responsible for this expansion set are as follows:

Designer:	John Puddifoot
Original Concept:	John Puddifoot and Ron Kessler
Playtesters:	Bill Dixon, Greg Jones, Mike Massullo, Gordon Waddington, Al Pederson, Grant Elgard, Robert Taylor-Smith, Ian McCandlish, and other fevered members of the University of British Columbia Wargaming Society.

© John Puddifoot, 1993

*John Puddifoot currently resides in Vancouver and is a member of TGA, Inc. He is also a member of the dreaded group of train gamers, designers, and playtesters who produced the Origins '94 Puffing Billy Team Champions, the Vancouver Sharks.*

1830® is a trademark of Avalon Hill.

The Reading Railway is a variant by Alan Moon published in the General Magazine.

The Norfolk and Western is from the Coalfields variant by Alan Moon.

You have our permission to reprint the bonds on a heavier paper.

*Look for the Reading Variant and the Coalfields Variant to be reprinted in future issues of Train Gamers Gazette.*



## GRIST FOR THE MILL

*For all you Empire Builder Fans:*

Mayfair Games' Four-Year Plan:

1995: Tube games of Ireland, China, Russia, or India (two will be released)

1996: Two tube games (whichever do not make 1995); Galaxy Rails (Boxed Game)

1997: Africa & Middle East tube games

1998: Special Boxed Game of South America Rails.

Mayfair cautions you all that this is an extremely tentative and speculative schedule--anything can change.

*And we haven't forgotten you 1830 fans, either (we take no credit for this--it was pulled off the Net for us and may have appeared in a British PBM-zine:*

Some 1830 players got together for a game, but couldn't remember the starting capital. So one of them had the bright idea to start with nothing. Four SDR later, the SVNRR was given away for free, and the lucky owner started earning money. The other players, seeing their chances dwindling, went home.

At first, that lonely player was upset, but soon rose to a new

CHALLENGE: How many operating rounds does it take to empty the bank? Now the first 27 operating rounds are somewhat boring, but what would you do then?

## TEAM COMPETITION RULES

Players may participate in Puffing Billy team competitions whenever a convention offers team play. Teams that compete in the Puffing Billy Tournament® must consist of three to four players and must register by the designated deadline to qualify for PB team play. No scores attained in any tournament before the team registers may apply toward the PB team score.

Scoring is based on each team qualifying in every category offered by the convention. Each team will take its best score from each category and apply it towards its overall PB team score. If no team member has qualified in a particular category then the team will receive a 0 for that category. The highest PB team score at the end of the tournament wins. No team member may substitute for another in any final.

Team members may not participate in the same pick-up game. They may not collude to elevate scores. If they do so, they may be disqualified from both the team and the individual competitions.

## announcement

Just in the past few weeks, the TGA has acquired a new computer system (read this to mean that my husband and I purchased a new computer--hallelujah!). Finally, we will be able to pull everything together including the TGA database which is spread between Aurora and Ft Collins, CO and Chicago (don't ask, it is too long a story).

What this means for you is that you'll be noticing a change in your labels on our next mailing. Besides your name and address, you should find your TGA number, membership expiration date, and TGA points if you have accumulated any.

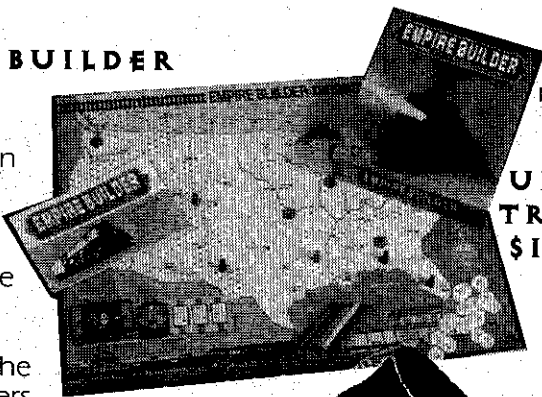
It also means that the TGA will be acquiring an e-mail address (just in time for our issue on e-mail train gaming!) and we will be able to accept submissions on disk or via e-mail.

If submitting on disk, we have a Macintosh with Claris Works, Pagemaker, and Filemaker Pro. I am still learning the ins and outs of the Information Superhighway so be patient with me and contact me first before making a submission. Thanks.

## EMPIRE BUILDER

\$30.00

Featuring two American loves—railroads and cold cash—Empire Builder is as easy as connecting the dots, as players build and operate a rail empire in an effort to accumulate the most money. For 2 to 6 players, ages 12 to adult.



Down Under respectively.

## UNCLE HAPPY'S TRAIN GAME

\$14.95

With this simplified version of the Empire

enjoy.

For 2 to 6 players, ages 6 to adult.

## EXPRESS \$12.50

Do you enjoy rummy-style card play? Then check out

Express. The colorful train

cards and easy-to-learn rules make this



big hit with

the young and old alike.

2 to 6 players ages 8 and up.

## EURORAILS \$30.00

Based on the award-winning Empire Builder® game system, Eurorails allows players to amass fortune and power in the United Europe of tomorrow. Rules are available separately in French, German, Italian and Spanish.

## BRITISH RAILS NORTH AMERICAN RAILS NIPPON RAILS AUSTRALIAN RAILS

\$25.00

Take Empire Builder to a new level. Nippon Rails, North American Rails,

British Rails, and Australian Rails let players travel the Japanese islands, the majority of North America, Great Britain, and

*'Tis the  
season to enjoy  
quality train games  
from  
Mayfair Games,  
Inc.*

## UNCUT LAMINATED MAPS \$5.00

Available for either Empire Builder or Eurorails, these are unmounted plastic laminated mapsheets. An inexpensive replacement, these maps can be used in place of the mounted boards or if the boards become damaged.

## EMPIRE BUILDER BLANK CARDS

\$5.00

These approximately 80-card decks have the exact same back as the Empire Builder cards, but their faces are blank. This allows players to modify their present decks to include optional rules such as the reshuffle cards or new loads such as beer.

Builder system, players draw railroad tracks across a board of the United States, and transport goods such as teddy bears and computers.

A train game the whole family can

Empire Builder, Eurorails, and Express are registered trademarks of Mayfair Games Inc. All Rights Reserved. Nippon Rails, North American Rails, British Rails, and Uncle Happy's Train Game, are trademarks of Mayfair Games Inc. All Rights Reserved.

**This holiday season, don't forget the train games. When friends and family gather near, favorites like Empire Builder®, Express®, and Eurorails® are sure to bring hours of entertainment to everyone.**

Look for these games at your favorite game and hobby store, or send check or money order + shipping and handling (\$2 first item, \$.50 each additional item) to Mayfair Games, Inc. 5641 W. Howard St., Niles, IL, 60714. Visa or MasterCard orders call 1-800-432-4376.



## TOURNAMENT RESULTS FROM AROUND THE COUNTRY

All winners will be notified that they have qualified for the Masters or the Invitational Championships to take place at RailCon '95 in Denver, August 25-27, 1995. Invitations will be sent out in the Spring of 1995.

### GEN CON '94 WINNERS LIST

#### GEN CON '94 CHAMPION

George Tertysnyj

Railway Rivals: James Kindler

### ANDCON '94 WINNERS LIST

AndCon '94 took place September 15-18, 1994 in Independence, OH. If you discount Origins, AndCon is Andon Unlimited's big convention and we have received reports that over 1000 people attended. Of that number, 61 participated in the Puffing Billy Tournament®. The TGA received several new members from this convention and by all accounts, a good time was had by all. The champion receives 4 TGA Points.

#### OVERALL PUFFING BILLY CHAMPION

George Tertysnyj

#### TACTICON '94

TactiCon '94 occurred September 16-18, 1994 in Denver, Colorado at the Sheraton Hotel of Lakewood. 750 people attended TactiCon and 43 participated in the Puffing Billy Tournament®. This number meant that TactiCon's Puffing Billy Tournament awarded 3 pts to its overall Puffing Billy Champion. TactiCon also saw 5 people join the TGA as new members. They are John Ghrist, Bill Ingram, Bill Short, Nathan

Wagner, Jr. and Wayne E Williams. Following are a list of winners. They will be invited to participate in RailCon '95's Masters and Invitational tournaments.

#### OVERALL PUFFING BILLY CHAMPION

Eric Verheiden

Empire Builder: Dave Mattson

Rail Baron: Chuck Middleton

Empire Builder: Todd Goblirsch

1830: Nathan Wagner, Jr.

Rails Through the Rockies: Chuck Finger

Railway Rivals: John Ellegood

Express: Eric Verheiden

### ANDCON AND TACTICON HEAD-TO-HEAD WINNER

AndCon and TactiCon ran a head-to-head competition based on strict Puffing Billy scores. The winner would receive additional TGA Points. Based on overall scores, George Tertysnyj won the head-to-head and gained 3 additional points. Congratulations, George!

### ORIGINS '94 UPDATE

It was pointed out to us that we missed a tournament winner from Origins '94 in the last issue. While *Tracks to Telluride* by Winsome Games was not an official tournament listed in the Puffing Billy Tournament® at Origins '94, it has since been added to the PBT. It is now listed under Category Eight: Colorado Rail Games and has an official time period of 2 hrs. We are happy to list the winner of the Origins '94 *Tracks to Telluride* tournament.

Tracks To Telluride: Mike Osborne

## tga rankings

Following is a list of the TGA Rankings of train gamers. This list is effective as of October 31, 1994.

Techyzyj, George*	12 pts
Verheiden, Eric	10 pts
Waddington, Gordon	8 pts
Masullo, Mike	6 pts
McPadyen, Mark	5 pts
Puddimer, John	4 pts
Cross, Rodney	3 pts
Wilhite, Trella	4 pts
Paeck, Bill	2 pts
Short, Bill	2 pts
Vilfroy, Thomas	2 pts
Abel, David*	1 pt
Baygents, Gerry*	1 pt
Carver, Anthony	1 pt
Finger, Chuck*	1 pt
Hewlett, Edward	1 pt
Robinson, Steve	1 pt

Lifetime Points lead to the Master Train Gamer designation. Look in TGG's next issue for details about this new designation, how to get it and what it means to you. Be warned—you must be a TGA member to receive this designation.

\*Indicates the awarding of provisional points which will be credited to the train gamer if he or she joins TGA, Inc.

## HEXACON '94

HexaCon '94 occurred October 7-9, 1994 in Greensboro, NC. We are pleased that we can add this convention to our growing list of conventions running Puffing Billy Tournaments®. It is also the first convention that we know of to run Mayfair's newest addition to its Empire Builder Variants, *Iron Dragon*®, as a tournament. This convention's champion amassed a PB score of 8.498 and will receive one TGA Point.

## OVERALL PUFFING BILLY CHAMPION

Trella Wilhite

Empire Builder: Trella Wilhite

Australian Rails: Gerry Baygents

Iron Dragon: Larry Creager

Express: Neil Wilhite

1830: Trella Wilhite

## GREATER SAVANNAH GAME FEST

The Greater Savannah Game Fest took place in Savannah, GA the weekend of October 21-31, 1994. Several diligent, hard-working individuals managed to play train games all weekend. We salute their dedication. This convention's champion attained an overall score of 10.333 and will receive one TGA Point.

## OVERALL PUFFING BILLY CHAMPION

Gerry Baygents

Express: Trella Wilhite

Australia Rails: Gerry Baygents

Rail Baron: Kevin McKenzie

North American Rails: Trella Wilhite

## ADVENTURE GAMEFEST '94

Not reported at time of publication. If anyone knows the whereabouts of any Adventure Gamefest organizer, please have them contact us immediately.

**Disclaimer:** The TGA is in the midst of changing to a new computer system. Bear with us. If you have not been listed as a tournament winner and should be, please contact us.



## MORE GRIST FOR THE MILL

### Teams forming for RailCon '95

Excitement is running high over the team competition occurring at RailCon '95--teams are already forming! *TGG* is hearing rumours of a team out of Chicago. Chicago Team: Anthony Carver, Ed Hewlett, and George Tertysznyj.

This Chicago team should be awesome. In response, Darwin Bromley is forming his own "All-Star" team to comprise of: Darwin Bromley (President of Mayfair Games), Kris Marquardt (expert on Colorado Rail Games), Todd Vander Pluym (18xx Expert), and Bill Wordelmann (expert train game designer).

Darwin is calling Vancouver, home of the Vancouver Sharks (Origins '94 Team Champions), to challenge the train gamers up there to defend their Championship status. Anyone else out there forming a team? Let *TGG* know.

### TGA Spokespeople Needed

The TGA is looking for TGA spokespeople. Are you attending a convention where you would be willing to disseminate TGA membership forms, RailCon flyers, and other information about TGA activities to convention attendees? If so, contact us and we'll send you everything you need to become an instant expert on the TGA and all of its events.

## TRAIN GAMERS MANIFEST

Anyone interested in Silverton play-by-Mail? If so Eric Verheiden, a TGA member and Puffing Billy Champion, has the ticket for you. He has experience in running other PBMs and he will be running a Silverton game using the New Mexico expansion starting sometime this winter. The game runs 24 turns with six players participating. Eric says he will charge a nominal game fee of approximately \$15 per player to cover postage, printing and phone expenses. The players will receive monthly reports. *TGG* has seen these computer-generated reports and they are stylish and easy to read. *TGG* will print these reports on a quarterly basis so that our general readership can follow along. If interested, contact:

Eric Verheiden  
1805 Vista Del Oro  
Fullerton, CA 92631  
714-879-4616

David Harshbarger-- where are you? Your last known address seems to be incorrect. How can we send you these wonderful newsletters if we don't know where you are? Also, Trella Wilhite is looking for you to see if you would be interested in becoming a PB Conductor for one of her upcoming conventions.

## review policies

### Game Reviews Policy

*TGG* accepts any published game for review. An experienced set of gamers will play the game several times and provide an unbiased review. *TGG* accepts reviews from independent sources but reserves the right to edit.

A review should rate the components of the game, its playability, and the overall enjoyment that it provides. It should mention price and any special interest it may hold for various groups of train gamers. Game reviewers are urged to use the "boxcars" rating system with one boxcar being poor and five boxcars meaning excellent, but are not limited to this format.

If a review or game article has been submitted by the publisher, this fact will be clearly stated.

*TGG* also accepts articles on various aspects of train gaming, as well as, updates and reports of on-going play-by-mail train games.

*TGG* also accepts letters under 300 words.

### The Train Gamers

association, Inc. extends a special recognition to Mayfair Games, Inc. for it's longtime support of the Puffing Billy Tournament® and of the Train Gamers Association, Inc. The TGA encourages corporate sponsorship of the Puffing Billy Tournament®. For information on becoming a corporate sponsor of the Puffing Billy Tournament®, please contact the TGA through its P.O. Box.

### The Train Gamers

Association, Inc was formed to promote the competition of gaming on an international level. The

TGA, Inc sponsors Puffing Billy Tournaments® on both the national and local levels and it provides it's members with special benefits which include *Train Gamers Gazette*, the TGA International Ranking of TGA members and the Train Gamers Directory.

**For information on** how to become a member of the TGA or how to organize a Puffing Billy Tournament® in your area, write to the TGA P.O. Box or contact:  
Heather Barnhorst (303) 680-7824.

**Next Issue - Special Issue**  
dedicated to train  
gaming via e-mail and  
on the Net.

**Final RailCon '95**  
Schedule.

**And Empire Builder**  
Variant: *Antarctica Rails*.

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**Train Gamers Association**  
P.O. Box 461072  
Aurora, CO 80046-1072



**Don't Forget to Renew Your Membership!**